copper 1: 2 conquest tokens, 1 curse, 200 gold
copper 2: 3 conquest,2 curse, 1 copper treasure
copper 3: 2 curses 2 copper treasures
silver 1: 3 curses,1silver treasure
silver 2: 2curses,1 silver treasure
silver 3: 3conquest tokens,1 silver treasure 3curse
gold1:3 curse 3 conquest tokens,1 gold treasure
gold2: 5curses,2 gold treasures

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Hellbound

By Willis

Scenario Background

The days have been getting hotter as the summer comes around, its been months since your last adventure. As you an your companions rest under a huge oak, the forest bursts into an unholy flame. Smoke fills the air blinding the senses.as you scramble for higher ground you stumble into a cavern in the doorway a scorched sorcerer is crumpled in front of a glowing red door clutching a map an parchment, you release the deathly grip of the dead wizard an read the parchment "I have failed the portal has been opened an it has been released I've used my remaining life to seal the demons within" you glance over the map an decide to proceed into the depths.

Mission Goals

Enter the caverns and find the "demons" that have been released you start with 8 conquest tokens if you ever should run out you will be engulfed in flames for eternity an will have lost the quest. The Overlord starts with 3 cards an 1 threat per player.

Start Area

You leave the corpse behind as you enter the cavern, a skeleton rummages through a pile of gold an eerily raises his decomposing skull towards you.

Important:
Important: "?" are prolonged melee actions.... with a raiting of 4.....once finished they turn into a red staircase.....

Area 1

The stench of decay an fodder reeks havoc on the senses you find a room with blood soaked runes an pacing monsters.

Area 2

The walls are ordained with miniature carvings of demons, people in anguish the ground is covered in filth Kobolds linger here an there all eyes turn to face you.

Area 3

The door swings open an you hear the scratching of blood stained blades squeal through the hallways.A Glyph sits on the other side of them.

Area 4

The rune locked door disentergrates as you turn the key Te heat is almost unbearable, a Demon begins to chant a harsh language, the room becomes dark an only the glow of the fire an the terrible eyes are visible.

Important: (READ) "The Demon has cast a spell with in the room, It is impossible to make a ranged attack only adjacent attacks will work"

Area 5

Hell has been released the massive Golem stands an ripples with lava an flames sorcerers chant magic incantations that numb your senses you've heard this before the room becomes dark an the glow of embers is the only sight you see.

Important: (READ) "The Golem an sorcerors have cast the same spell, but you start to become immune to it, line of sight can only be traced 3 spaces from each monster"

Area 6

The cavern leads down further than before the heat is unbearable the walls of the cavern are glowing red with rune markings of a dead language, a low rumble echoes through the chamber the flash of exploding lava erupts around you a flaming dragon dips its head into the burning earth eyeballs you with disdain, behind him a demon begins to speak " You have come far enough mortals the time of the demons has come you will be my first victims and be bound to me as your souls are engulfed in this HELL FIRE!!!!"

the heat an smolder is too much all attacks must be adjacent to the dragon an demon

After the heroes have killed the dragon an demon a flash of light wraps the heroes an places them under the great oak as they awake the forest which was engulfed in flames is in a peacful harmony as if nothing had happened you stare at each other an wonder if it had happened at all..... heroes recieve 4 conquest tokens an have finished their quest.....

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